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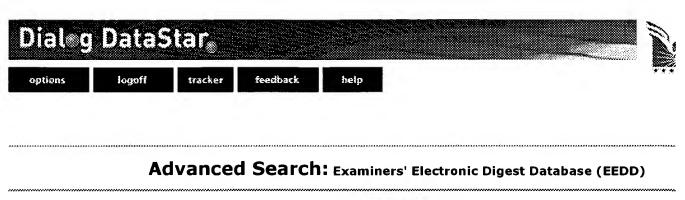
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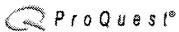| | whole document   ▼ |

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      David Mamet. **Chicago Tribune (1963-Current file).** Chicago, Ill.: Nov 18, 1979. p. E3 (1 page)

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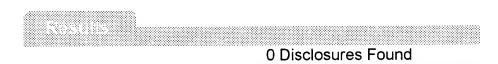
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1 Web accessibility: Improving the accessibility of aurally rendered HTML tables
    Robert Filepp, James Challenger, Daniela Rosu
    July 2002   **Proceedings of the fifth international ACM conference on Assistive technologies**

    Full text available: 📄 pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings, index terms

    Current techniques employed to aurally render HTML tables often result in output that is very difficult for sight-impaired users to understand. This paper proposes TTPML, an XML-compliant markup language, which facilitates the generation of prose descriptions of tabular information. The markup language enables content creators to specify contextual reinforcement of, and linear navigation through, tabular information. The markup language may be applied to pre-existing Web content and is reusable ...

    Keywords: Web accessibility, XML, aural interfaces, tables

2 Potpourri: Translation analysis and translation automation
    Pierre Isabelle, Marc Dymetman, George Foster, Jean-Marc Jutras, Elliott Macklovitch, Francois Perrault, Xiaobo Ren, Michel Simard
    October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2**
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    We argue that the concept of *translation analysis* provides a suitable foundation for a new generation of translation support tools. We show that pre-existing translations can be analyzed into a *structured translation memory* and describe our TransSearch bilingual concordancing system, which allows translators to harness such a memory. We claim that translation analyzers can help detect *translation errors* in draft translations and we present the results of an experiment on the ...

3 Strategic directions in artificial intelligence
    Jon Doyle, Thomas Dean
    December 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 4
    Full text available: 📄 pdf(243.02 KB)   Additional Information: full citation, references, index terms

4 Special section-Natural Language: Robust man-machine interfaces and dialog modelling: Carnegie-Mellon University
Mark Boggs, Jaime Carbonell, Robert Frederking, Phil Hayes, George Mouradian, Don Kosy, Michael Mauldin, Hiromichi Fujisawa
January 1982 **ACM SIGART Bulletin**, Issue 79

Full text available: pdf(385.16 KB)   Additional Information: full citation, abstract, references

A number of projects at the Carnegie-Mellon University Computer Science Department address issues in Natural Language Processing. Since several of these projects share rescarchers and a similar view of the world, we have listed them in a single summary. Our general interests are in robust man-machine interfaces and the modelling of human dialogs.

5 The "HyTime ": hypermedia/time-based document structuring language
Steven R. Newcomb, Neill A. Kipp, Victoria T. Newcomb
November 1991 **Communications of the ACM**, Volume 34 Issue 11

Full text available: pdf(12.96 MB)   Additional Information: full citation, references, citings, index terms

6 Man-aided computer translation from English into French using an on-line system to manipulate a bi-lingual conceptual dictionary, or thesaurus
Margaret Masterman
August 1967 **Proceedings of the 1967 conference on Computational linguistics**

Full text available: pdf(914.09 KB)   Additional Information: full citation, references

7 The rhythm of lexical stress in prose
Doug Beeferman
June 1996 **Proceedings of the 34th annual meeting on Association for Computational Linguistics**

Full text available: pdf(718.04 KB)
                        Publisher Site   Additional Information: full citation, abstract, references

"Prose rhythm" is a widely observed but scarcely quantified phenomenon. We describe an information-theoretic model for measuring the regularity of lexical stress in English texts, and use it in combination with trigram language models to demonstrate a relationship between the probability of word sequences in English and the amount of rhythm present in them. We find that the stream of lexical stress in text from the Wall Street Journal has an entropy rate of less than 0.75 bits per syllable for c ...

8 Continuous speech recognition and evaluation I: Collection and analyses of WSJ-CSR data at MIT
Michael Phillips, James Glass, Joseph Polifroni, Victor Zue
February 1992 **Proceedings of the workshop on Speech and Natural Language HLT '91**

Full text available: pdf(635.17 KB)   Additional Information: full citation, abstract, references

Recently, the DARPA community started a new data collection initiative in the Wall Street Journal (WSJ) domain to support research and development of very large vocabulary continuous speech recognition (CSR) systems. Since August 1991, our group has actively participated in the development of the WSJ-CSR corpus. The purpose of this paper is to document our involvement in this process, from recording and transcription to analyses and distribution. We will also present the results of an experiment ...

9 Prosody: On customizing prosody in speech synthesis: names and addresses as a case in point
Kim E. A. Silverman
March 1993 **Proceedings of the workshop on Human Language Technology HLT '93**

Full text available: pdf(675.83 KB)   Additional Information: full citation, abstract, references

This work assesses the contribution of domain-specific prosodic modelling to synthetic speech quality in a name-and-address information service. A prosodic processor analyzes the textual structure of labelled input strings, and inserts markers which specify the intended prosody for the DECtalk text-to-speech synthesizer. These markers impose discourse-level prosodic organization, annotate the information structure, and adapt the speaking rate to listeners in real time. In a quantitative comparis ...

10 The contribution of parsing to prosodic phrasing in an experimental text-to-speech system
Joan Bachenko, Eileen Fitzpatrick, C. E. Wright
July 1986 **Proceedings of the 24th annual meeting on Association for Computational Linguistics**

Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings
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While various aspects of syntactic structure have been shown to bear on the determination of phraselevel prosody, the text-to-speech field has lacked a robust working system to test the possible relations between syntax and prosody. We describe an implemented system which uses the deterministic parser Fidditch to create the input for a set of prosody rules. The prosody rules generate a prosody tree that specifies the location and relative strength of prosodic phrase boundaries. These specificati ...

11 A computational theory of prose style for natural language generation
David D. McDonald, James D. Pustejovsky
March 1985 **Proceedings of the second conference on European chapter of the Association for Computational Linguistics**

Full text available: pdf(588.39 KB)
    Additional Information: full citation, abstract, references, citings
Publisher Site

In this paper we report on initial research we have conducted on a computational theory of prose style. Our theory speaks to the following major points:1. Where in the generation process style is taken into account.2. How a particular prose style is represented; what "stylistic rules" look like;3. What modifications to a generation algorithm are needed; what the decision is that evaluates stylistic alternatives;4. What elaborations to the normal description of surface structure are necessary to ...

12 Linguistics: poetics: Efficiency tools in the speeches of Martin Luther King, Jr.
M. Cassandra Foster Smith
September 1980 **Proceedings of the 8th conference on Computational linguistics**

Full text available: pdf(555.12 KB)   Additional Information: full citation, abstract, references

This thesis represents the results of a computer-aided analysis of aspects of speeches of the Reverend Martin Luther King, Jr. Specifically, the analysis has investigated the occurrence of indicators of the efficiency function--tools facilitating the comprehension of a discourse by a hearer or reader--in four speeches of Dr. King.Contrary to the expectations of many who anticipate complex grammatical structures in the discourse of those who are speechmakers before many and diverse audiences, thi ...

13
Parsing with a small dictionary for applications such as text to speech

Douglas D. O'Shaughnessy
June 1989 **Computational Linguistics**, Volume 15 Issue 2

Full text available: pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings
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While the general problem of parsing all English text is as yet unsolved, there are practical
applications for text processors of limited parsing capability. In automatic synthesis of
speech from text, for example, speech quality is highly dependent on realistic prosodic
patterns. Current synthesizers have difficulty obtaining sufficient linguistic information from
an input text to specify prosody properly. When people speak, they often use the syntactic
structure of the text message to determin ...

14 The correction of ill-formed input using history-based expectation with applications to
speech understanding
Pamela K. Fink, Alan W. Biermann
January 1986 **Computational Linguistics**, Volume 12 Issue 1

Full text available: pdf(1.74 MB)   Additional Information: full citation, abstract, references, citings
Publisher Site

A method for error correction of ill-formed input is described that acquires dialogue patterns
in typical usage and uses these patterns to predict new inputs. Error correction is done by
strongly biasing parsing toward expected meanings unless clear evidence from the input
shows the current sentence is not expected. A dialogue acquisition and tracking algorithm is
presented along with a description of its implementation in a voice interactive system. A
series of tests are described that show the ...

15 Special issue on using large corpora: II: Using register-diversified corpora for general
language studies
Douglas Biber
June 1993 **Computational Linguistics**, Volume 19 Issue 2

Full text available: pdf(1.43 MB)   Additional Information: full citation, abstract, references, citings
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The present study summarizes corpus-based research on linguistic characteristics from
several different structural levels, in English as well as other languages, showing that
register variation is inherent in natural language. It further argues that, due to the
importance and systematicity of the linguistic differences among registers, diversified
corpora representing a broad range of register variation are required as the basis for
general language studies.First, the extent of cross-register di ...

16 Towards Personal MT: general design, dialogue structure, potential role of speech
Christian Boitet
August 1990 **Proceedings of the 13th conference on Computational linguistics - Volume
2**

Full text available: pdf(711.41 KB)   Additional Information: full citation, abstract, references

Personal MT (PMT) is a new concept in *dialogue-based MT (DBMT)*, which we are currently
studying and prototyping in the LIDIA project Ideally, a PMT system should run on PCs and
be usable by everybody. To get his/her text translated into one or several languages, the
writer would accept to cooperate with the system in order to standardize and clarify his/her
document. There are many interesting aspects in the design of such a system. The paper
briefly presents some of them (HyperTex ...

Keywords: ambiguity resolution, dialogue-based Machine Translation, man-machine
dialogue, personal machine translation, speech synthesis

17 Towards Personal MT: general design, dialogue structure, potential role of speech
Christian Boitet
August 1990 **Proceedings of the 13th conference on Computational linguistics - Volume 3**
Full text available: pdf(758.74 KB)   Additional Information: full citation, abstract, references, citings

Personal MT (PMT) is a new concept in *dialogue-based MT (DBMT)*, which we are currently studying and prototyping in the LIDIA project Ideally, a PMT system should run on PCs and be usable by everybody. To get his/her text translated into one or several languages, the writer would accept to cooperate with the system in order to standardize and clarify his/her document. There are many interesting aspects in the design of such a system. The paper briefly presents some of them (HyperTex ...

Keywords: ambiguity resolution, dialogue-based Machine Translation, man-machine dialogue, personal machine translation, speech synthesis

18 Speech recognition bibliography
N. B. Lerner
July 1989 **ACM SIGOIS Bulletin**, Volume 10 Issue 3
Full text available: pdf(606.72 KB)   Additional Information: full citation, index terms

19 High level knowledge sources in usable speech recognition systems
S. L. Young, A. G. Hauptmann, W. H. Ward, E. T. Smith, P. Werner
February 1989 **Communications of the ACM**, Volume 32 Issue 2
Full text available: pdf(1.62 MB)   Additional Information: full citation, abstract, references, citings, index terms

The authors detail an integrated system which combines natural language processing with speech understanding in the context of a problem solving dialogue. The MINDS system uses a variety of pragmatic knowledge sources to dynamically generate expectations of what a user is likely to say.

20 Why is synthetic speech harder to remember than natural speech?
John A. Waterworth
April 1985 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(578.15 KB)   Additional Information: full citation, abstract, references, index terms

Previous research has demonstrated that synthetic speech is less well recalled than natural speech. Luce et al (1983) concluded that this was because synthetic speech increases the effort involved in encoding and/or rehearsal of presented information. Results of the experiments described here, which involved ordered recall of lists of ten words spoken in either a synthetic or a natural voice, with repetition of the words as a measure of successful encoding, indicate that most of the memory ...

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1 Web accessibility: Improving the accessibility of aurally rendered HTML tables
Robert Filepp, James Challenger, Daniela Rosu
July 2002 **Proceedings of the fifth international ACM conference on Assistive technologies**

Full text available: 📄 pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings, index terms

Current techniques employed to aurally render HTML tables often result in output that is very difficult for sight-impaired users to understand. This paper proposes TTPML, an XML-compliant markup language, which facilitates the generation of prose descriptions of tabular information. The markup language enables content creators to specify contextual reinforcement of, and linear navigation through, tabular information. The markup language may be applied to pre-existing Web content and is reusable ...

Keywords: Web accessibility, XML, aural interfaces, tables

2 Enabling hypermedia messaging: BPRM—a body part relationship module
K. Lenssen
October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available: 📄 pdf(793.80 KB)   Additional Information: full citation, abstract, references, index terms

Hypermedia is well known as a simple and natural extension of multimedia and hypertext. Multimedia provides the richness in data types that facilitates flexibility in expressing information, while hypertext provides a control structure that supports an elegant way of navigating through this data in a content-based manner. The power of hypermedia results from merging both techniques. Providing those extended features on the users desktop environment and in consequence, combining them with av ...

3 A spreading activation approach to text illustration
K. Hartmann, Th. Strothotte
June 2002 **Proceedings of the 2nd international symposium on Smart graphics SMARTGRAPH '02**

Full text available: 📄 pdf(1.86 MB)   Additional Information: full citation, abstract, references, citings

In this paper we present a new approach to implement intelligent multimedia interfaces. Its central elements are a media-independent formal representation of the presented knowledge and media-specific realization statements. Reference hypotheses for media objects are established automatically. Subsequently, the reference hypotheses are validated

and weighted by a spreading activation algorithm. Moreover, the spreading activation algorithm determines those entities of the formal representation wh ...

Keywords: intelligent multimedia interfaces, spreading activation, text illustration

4 Standards, mark-up, and metadata: XML semantics and digital libraries
Allen Renear, David Dubin, C. M. Sperberg-McQueen, Claus Huitfeldt
May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries**

Full text available: pdf(52.03 KB)   Additional Information: full citation, abstract, references, index terms

The lack of a standard formalism for expressing the semantics of an XML vocabulary is a major obstacle to the development of high-function interoperable digital libraries. XML document type definitions (DTDs) provide a mechanism for specifying the syntax of an XML vocabulary, but there is no comparable mechanism for specifying the semantics of that vocabulary --- where semantics simply means the basic facts and relationships represented by the occurrence of XML constructs. A substantial loss of ...

5 Technical correspondence
CORPORATE Tech Correspondence
November 1987 **Communications of the ACM**, Volume 30 Issue 11

Full text available: pdf(581.61 KB)   Additional Information: full citation, references, index terms

6 Tutorial on fuzzy logic in simulation
M. Luisa McAllister, Sergei A. Ovchinnikov, John T. Dockery, Klaus-Peter Adlassnig
December 1985 **Proceedings of the 17th conference on Winter simulation**

Full text available: pdf(521.16 KB)   Additional Information: full citation, abstract, references

The objective of this tutorial is to introduce to the simulation community another tool that is now available. This tool is best known under the name of Fuzzy Set Theory. This tutorial contains a brief discussion of the current trends in simulation which we believe justify the need of this new tool. Kept to a minimum, the Introduction to fuzzy sets will be strictly limited to the case of a finite number of elements. Most attention will be devoted to fuzzy logic. It is precisely fuzzy logic ...
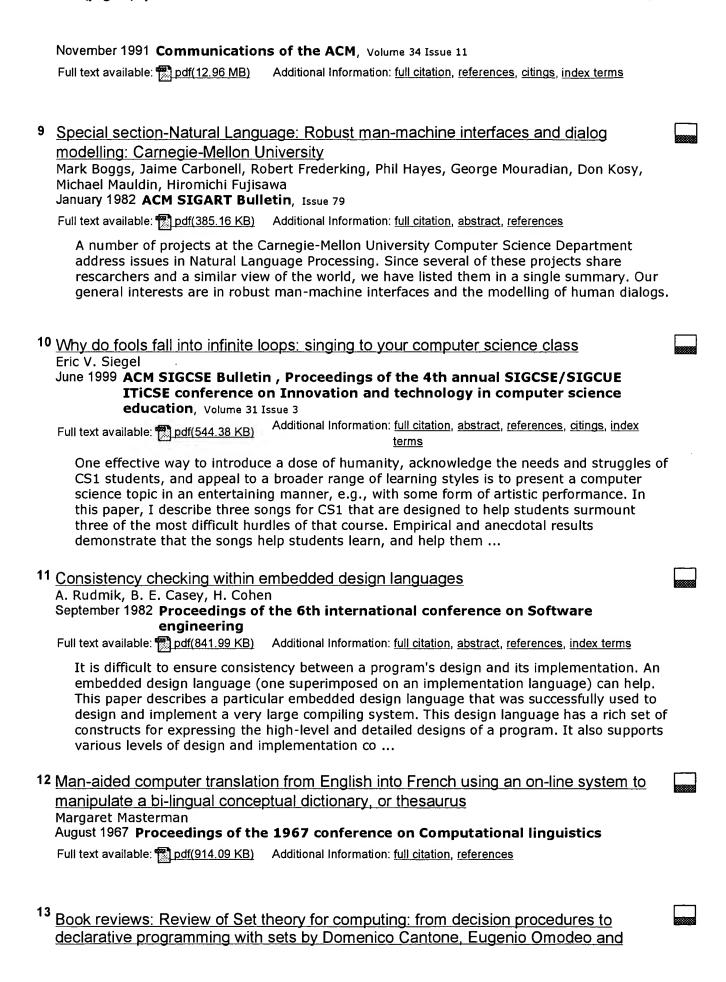
7 Topological considerations in isosurface generation
Allen van Gelder, Jane Wilhelms
October 1994 **ACM Transactions on Graphics (TOG)**, Volume 13 Issue 4

Full text available: pdf(4.25 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A popular technique for rendition of isosurfaces in sampled data is to consider cells with sample points as corners and approximate the isosurface in each cell by one or more polygons whose vertices are obtained by interpolation of the sample data. That is, each polygon vertex is a point on a cell edge, between two adjacent sample points, where the function is estimated to equal the desired threshold value. The two sample points have values on opposite sides of the threshold, and the interp ...

Keywords: ambiguity, isosurface extraction, scientific visualization, surface fitting, surface topology

8 The "HyTime ": hypermedia/time-based document structuring language
Steven R. Newcomb, Neill A. Kipp, Victoria T. Newcomb

November 1991 **Communications of the ACM**, Volume 34 Issue 11

Full text available: pdf(12.96 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

9 <u>Special section-Natural Language: Robust man-machine interfaces and dialog modelling: Carnegie-Mellon University</u>
Mark Boggs, Jaime Carbonell, Robert Frederking, Phil Hayes, George Mouradian, Don Kosy, Michael Mauldin, Hiromichi Fujisawa
January 1982 **ACM SIGART Bulletin**, Issue 79

Full text available: pdf(385.16 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

> A number of projects at the Carnegie-Mellon University Computer Science Department address issues in Natural Language Processing. Since several of these projects share researchers and a similar view of the world, we have listed them in a single summary. Our general interests are in robust man-machine interfaces and the modelling of human dialogs.

10 <u>Why do fools fall into infinite loops: singing to your computer science class</u>
Eric V. Siegel
June 1999 **ACM SIGCSE Bulletin , Proceedings of the 4th annual SIGCSE/SIGCUE ITiCSE conference on Innovation and technology in computer science education**, Volume 31 Issue 3

Full text available: pdf(544.38 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> One effective way to introduce a dose of humanity, acknowledge the needs and struggles of CS1 students, and appeal to a broader range of learning styles is to present a computer science topic in an entertaining manner, e.g., with some form of artistic performance. In this paper, I describe three songs for CS1 that are designed to help students surmount three of the most difficult hurdles of that course. Empirical and anecdotal results demonstrate that the songs help students learn, and help them ...

11 <u>Consistency checking within embedded design languages</u>
A. Rudmik, B. E. Casey, H. Cohen
September 1982 **Proceedings of the 6th international conference on Software engineering**

Full text available: pdf(841.99 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

> It is difficult to ensure consistency between a program's design and its implementation. An embedded design language (one superimposed on an implementation language) can help. This paper describes a particular embedded design language that was successfully used to design and implement a very large compiling system. This design language has a rich set of constructs for expressing the high-level and detailed designs of a program. It also supports various levels of design and implementation co ...

12 <u>Man-aided computer translation from English into French using an on-line system to manipulate a bi-lingual conceptual dictionary, or thesaurus</u>
Margaret Masterman
August 1967 **Proceedings of the 1967 conference on Computational linguistics**

Full text available: pdf(914.09 KB)   Additional Information: <u>full citation</u>, <u>references</u>

13 <u>Book reviews: Review of Set theory for computing: from decision procedures to declarative programming with sets by Domenico Cantone, Eugenio Omodeo and</u>

Alberto Policriti. Springer-Verlag 2001.
Robert J. Irwin
September 2003 **ACM SIGACT News**, Volume 34 Issue 3
Full text available: pdf(630.43 KB)   Additional Information: full citation

14 Potpourri: Translation analysis and translation automation
Pierre Isabelle, Marc Dymetman, George Foster, Jean-Marc Jutras, Elliott Macklovitch, Francois Perrault, Xiaobo Ren, Michel Simard
October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2**
Full text available: pdf(1.12 MB)   Additional Information: full citation, abstract, references, citings

> We argue that the concept of *translation analysis* provides a suitable foundation for a new generation of translation support tools. We show that pre-existing translations can be analyzed into a *structured translation memory* and describe our TransSearch bilingual concordancing system, which allows translators to harness such a memory. We claim that translation analyzers can help detect *translation errors* in draft translations and we present the results of an experiment on the ...

15 Shrouds: optimal separating surfaces for enumerated volumes
Gregory M. Nielson, Gary Graf, Ryan Holmes, Adam Huang, Mariano Phielipp
May 2003 **Proceedings of the symposium on Data visualisation 2003 VISSYM '03**
Full text available: pdf(1.58 MB)   Additional Information: full citation, abstract, citings

> We describe new techniques for computing a smooth triangular mesh surface that surrounds an enumerated volume consisting of a collection of points from a 3D rectilinear grid. The surface has the topology of an isosurface computed by a marching cubes method applied to a field function that has the value one at the points in the volume and zero for points not in the volume. The vertices are confined to the edges of the grid that penetrate this separating surface and the precise positions are compu ...

16 ACM forum
February 1982 **Communications of the ACM**, Volume 25 Issue 2
Full text available: pdf(480.81 KB)   Additional Information: full citation, references

17 Strategic directions in artificial intelligence
Jon Doyle, Thomas Dean
December 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 4
Full text available: pdf(243.02 KB)   Additional Information: full citation, references, index terms

18 Structural analysis of science prose: can we increase problem-solving performance?
Richard E. Mayer
August 1995 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 19 Issue 3
Full text available: pdf(1.28 MB)   Additional Information: full citation, abstract, index terms

> This chapter explores techniques for analyzing the structure and improving the understandability of science prose. Structure refers to a distinction between idea units that explain the mechanisms underlying a rule (explanative information) and idea units that do not (non-explanative information). Understandability is measured by tests of creative problem solving based on information in the passage. Science prose refers to a passage

that contains a functional rule among two or more variables and ...

19 Communicating with decision tables, flowcharts, and prose

T. C. Willoughby, A. D. Arnold
September 1972 **ACM SIGMIS Database**, Volume 4 Issue 3

Full text available: pdf(288.04 KB)   Additional Information: full citation, abstract, references

Prose, flowcharts, and decision tables are three techniques which can be used to describe process flows. Since they can be used to communicate actions and alternatives to people, one should be able to measure their effectiveness as communication aids. This study compared the ability of unsophisticated users to solve simple problems stated in each of the three forms.

20 The PROSE [protection system evaluator] model

John E. Lenz
December 1979 **Proceedings of the 11th conference on Winter simulation - Volume 1**

Full text available: pdf(747.70 KB)   Additional Information: full citation, abstract, references, index terms

The PROSE model is a combined GASP IV computer simulation to aid in the evaluation of protection systems. The primary systems that the PROSE model was designed for is the safeguarding of special nuclear fuel in transit or at a fixed site. The method used in designing the PROSE study model was to simulate a small arms combat between a guard force and attacking adversaries. Discrete events include player and vehicle movement, engagement between two players, portal construction and ...

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